Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1   **Claim 1 (currently amended):** A creation production
2   support method comprising the steps of:
3   storing, in a database, elements of a creation along
4   with added <u>corresponding</u> element indexes;
5   extracting, from said database, element indexes for
6   multiple <u>creation</u> elements ~~of a creation~~ that match a
7   selection reference;
8   calculating a correlation among information sets
9   written in said extracted element indexes, and obtaining a
10   set of element indexes <u>from said extracted element indexes</u>
11   whose correlation satisfies an evaluation reference; and
12   linking creation elements corresponding to ~~said~~
13   element indexes that belong in said set, and outputting the
14   results as a <u>new</u> creation.

1   **Claim 2 (original):** A creation production support
2   method according to claim 1, wherein said creation elements
3   are either music elements, scenario elements or original
4   picture elements.

1   **Claim 3 (currently amended):** A creation production

2 support method according to claim 1 ~~or 2~~, wherein said

3 element indexes include 5W1H information that represents

4 the contents of a pair of <u>said</u> elements ~~of a creation~~.

1 **Claim 4 (currently amended):** A creation production

2 support method according to ~~one of claims 1 to 3~~ <u>claim 1</u>,

3 wherein ~~said~~ information written in said extracted element

4 indexes consists of n sets of information to represent said

5 information using n-dimensional vectors; and wherein said

6 correlation among said <u>extracted</u> element indexes is

7 evaluated by using an angle formed by said n-dimensional

8 vectors of said <u>extracted</u> element indexes.

1 **Claim 5 (currently amended):** A creation production

2 support method according to ~~one of claims 1 to 4~~ <u>claim 1</u>,

3 wherein said <u>extracted</u> element indexes ~~extracted from said~~

4 ~~database~~ are simulated as pseudo points, and since said

5 pseudo points are scattered throughout a pseudo processing

6 tank, said correlation is obtained among <u>said extracted</u>

7 element indexes that meet in said processing tank, and <u>said</u>

8 <u>extracted</u> element indexes <u>whose correlation satisfies</u> ~~that~~

9 ~~satisfy~~ said evaluation reference are linked together to

10 form said set.

1 **Claim 6 (original):** A creation production support

2   method, wherein, for either a scenario, music or an

3   original picture string providing a story (hereinafter

4   referred to as a creation A, while one of the remaining

5   creations is referred to as a creation B) that is

6   automatically generated by said creation production support

7   method according to claim 1, a creation B corresponding to

8   said creation A is automatically produced, by said creation

9   production support method according to claim 1, using a

10   creation element belonging to said creation B, to which an

11   element index is added that includes the same information

12   as information written in an element index that is added as

13   a counterpart of a creation element of said creation A.

1   **Claim 7 (original):** A creation production support

2   method according to claim 6, wherein said same information

3   includes 5W1H information representing the content of said

4   counterpart creation element, and sensory information.

1   **Claim 8 (currently amended):** A creation production

2   support apparatus comprising:

3   a database for storing creation elements with added

4   <u>corresponding</u> element indexes;

5   extraction means for extracting, from said database,

6   element indexes for multiple creation elements that match

7   a selection reference;

8   calculation means for calculating a correlation among

9   information sets written in said extracted element indexes,

10   and for obtaining a set of element indexes <u>from said</u>

11   <u>extracted element indexes</u> whose correlation satisfies an

12   evaluation reference; and

13   output means for linking creation elements

14   corresponding to ~~said~~ element indexes that belong to said

15   set, and for outputting the results as a <u>new</u> creation.

1   **Claim 9 (original):** A creation production support

2   apparatus according to claim 8, wherein said creation

3   elements are either music elements, scenario elements or

4   original picture elements.

1   **Claim 10 (currently amended):** A creation production

2   support apparatus according to claim 8 ~~or 9~~, wherein said

3   element indexes include 5W1H information that represents

4   the contents of a pair of <u>said creation</u> elements ~~of a~~

5   ~~creation~~.

1   **Claim 11 (currently amended):** A creation production

2   support apparatus according to ~~one of claims 8 to 10~~ <u>claim</u>

3   <u>8</u>, wherein ~~said~~ information written in said element indexes

4   consists of n sets of information to represent said

5   information by n-dimensional vectors; and wherein said

6   calculation means evaluates said correlation among said

7   <u>extracted</u> element indexes by using an angle formed by said

8   n-dimensional vectors of said <u>extracted</u> element indexes.

1   **Claim 12 (currently amended):** A creation production

2   support apparatus according to ~~one of claims 8 to 11~~ <u>claim</u>

3   <u>8</u>, wherein said calculation means simulates, as pseudo

4   points, said <u>extracted</u> element indexes ~~extracted from said~~

5   ~~database~~, and since said pseudo points are scattered

6   throughout a pseudo processing tank, said correlation is

7   obtained among <u>said extracted</u> element indexes that meet in

8   said processing tank, and <u>said extracted</u> element indexes

9   <u>whose correlation satisfies</u> ~~that satisfy~~ said evaluation

10   reference are linked together to form said set<u> of element</u>

11   <u>indexes</u>.

1   **Claim 13 (currently amended):** A creation production

2   support apparatus, wherein, for either a scenario, music or

3   an original picture string providing a story (hereinafter

4   referred to as a creation A, while one of the remaining

5   creations is referred to as a creation B) that is

6   automatically generated by said creation production support

7   method according to ~~one of claims 1 to 7~~ <u>claim 1</u>, a

8   creation B corresponding to said creation A is

9   automatically produced, by said creation production support

10   method according to ~~one of claims 1 to 7~~ <u>claim 1</u>, using a

11   creation element belonging to said creation B, to which an

12   element index is added that includes the same information

13   as information written in an element index that is added as

14   a counterpart of a creation element of said creation A.

1   **Claim 14 (original):** A creation production support

2   apparatus according to claim 13, wherein said same

3   information includes 5W1H information representing the

4   content of said counterpart creation element, and sensory

5   information.

1   **Claim 15 (original):** A creation production support

2   apparatus according to one of claims 8 to 14, wherein said

3   database is provided in an external storage device for a

4   stand-alone computer.

1   **Claim 16 (original):** A creation production support

2   apparatus according to one of claims 8 to 14, wherein said

3   database is provided for a server connected to a LAN, and

4   said extraction means, said calculation means and said

5   output means are provided for a client connected to said

6   LAN.

1   **Claim 17 (original):** A creation production support

2   apparatus according to one of claims 8 to 14, wherein said

3   database is provided for a server, and said extraction

4   means, said calculation means and said output means are

5   provided for a terminal device connected to said server via

6   the Internet.

1   **Claim 18 (original):** A creation production support

2   apparatus according to claim 17, wherein a program that

3   includes said extraction means, said calculation means and

4   said output means is downloaded from said server to said

5   terminal device.

1   **Claim 19 (currently amended):** A scenario creation

2   support apparatus comprising:

3   storage means for storing scenario elements that

4   constitute parts of scenarios and corresponding scenario

5   element indexes;

6   extraction means for extracting, from said storage

7   means, a plurality of scenario element indexes that match

8   a ~~reference,~~ predetermined scenario element selection

9   <u>reference</u>;

10   agitation means for performing, according to a pseudo

11   physical rule, agitation simulation for said plurality of

12   scenario element indexes, and for repeating said agitation

13   simulation until a set of scenario element indexes ~~are~~

14   ~~obtained~~ <u>is obtained from said plurality of scenario</u>

15   <u>element indexes</u> that match an evaluation reference for a

16   predetermined condition setting for a scenario creation;

17   recovery means for comparing said scenario element

18   indexes in said set with paired <u>corresponding</u> scenario

19   elements to recover a set of scenario elements;

20   scenario linking means for linking<u> of scenario</u>

21   <u>elements in</u> said set of scenario elements to generate and

22   output a <u>new</u> scenario; and

23   editing means for changing predetermined phrases in

24   said scenario elements of said <u>new</u> scenario according to a

25   predetermined table.

1   **Claim 20 (original):** A scenario creation support

2   apparatus according to claim 19, wherein said storage means

3   stores, as a pair, a scenario element and a scenario

4   element index that jointly describe the contents of said

5   scenario element; and wherein said extraction means also

6   extracts a scenario element index corresponding to a

7   scenario element that matches said scenario element

8   selection reference.

1   **Claim 21 (original):** A scenario creation support

2   apparatus according to claim 20, wherein each of said

3   scenario element indexes includes at least one entry that

4   corresponds to each setup for 5W1H and that describes a

5   condition setting for said scenario element, and an entry

6   of an adjective or an adjective verb that corresponds to

7   said scenario element.

1   **Claim 22 (original):** A scenario creation support

2   apparatus according to claim 19, wherein said agitation

3   simulation is based on an agitation process for which

4   genetic algorithms are used.

1   **Claim 23 (original):** A scenario creation support

2   apparatus according to claim 19, wherein a scenario element

3   is formed by providing, as a parameter, a condition setup

4   required to perform said agitation simulation for said

5   plurality of scenario element indexes stored in said

6   storage means; and wherein, based on said obtained scenario

7   element, a simulation of an agitation process is performed

8   for said scenario element indexes.

1   **Claim 24 (original):** A scenario creation support

2   apparatus according to claim 23, wherein, when said

3   scenario element indexes are regarded as physical entities,

4   said parameter includes the direction of movement and the

5   speed of said physical entities, and a growth level that

6   corresponds to a mass.

1   **Claim 25 (original):** A scenario creation support

2   apparatus according to claim 23, wherein said agitation

3   simulation includes a replacement process for changing, in

4   consonance with a predetermined condition, one part of the

5   entries in said scenario element indexes when a collision

6   occurs among said scenario element indexes.

1   **Claim 26 (original):** A scenario creation support

2   apparatus according to claim 23, wherein said agitation

3   simulation includes a generation process for employing, in

4   consonance with a predetermined condition, one part of the

5   entries in said scenario element indexes to generate a new

6   scenario element index and a new scenario element when a

7   collision occurs among said scenario element indexes.

1   **Claim 27 (original):** A scenario creation support

2   apparatus according to claim 23, wherein said agitation

3   simulation includes a linking process for linking, in

4   consonance with a predetermined condition, said scenario

5   element indexes when a collision occurs among said scenario

6   elements.

1   **Claim 28 (original):** A scenario creation support

2   apparatus according to claim 23, wherein said agitation

3   simulation includes an arrangement process for linking and

4   arranging, in consonance with a predetermined condition,

5   said scenario element indexes when a collision occurs among

6   said scenario elements.

1   **Claim 29 (original):**   A scenario creation support

2 apparatus according to claim 23, wherein said agitation

3 simulation includes an erasing process for erasing, in

4 consonance with a predetermined condition, said scenario

5 element indexes.

1   **Claim 30 (original):**   A scenario creation support

2 apparatus according to claim 23, wherein said agitation

3 means, based on a scenario element provided as a parameter

4 that employs a scenario pattern as a setting condition,

5 executes a simulation of an agitation process using said

6 scenario pattern.

1   **Claim 31 (currently amended):**   A scenario creation

2 support method comprising:

3   a storage step for the storage of scenario elements,

4 which are components of a scenario, and <u>paired</u> scenario

5 element indexes, which represent the contents of said

6 scenario elements;

7   an extraction step for the extraction, from said

8 scenario elements and said scenario element indexes ~~stored~~

9 ~~in~~ that are stored, of a plurality of scenario element

10 indexes that match a predetermined scenario element

11 selection reference;

12   an agitation step for the performance, in accordance

13   with a pseudo physical rule, of an agitation simulation for

14   said plurality of scenario element indexes, and for the

15   repetition of said agitation simulation until a set of

16   scenario element indexes is obtained <u>from said plurality of</u>

17   <u>scenario element indexes</u> that, for scenario creation, match

18   an evaluation reference for a predetermined condition

19   setting;

20   a recovery step for the recovery of a set of scenario

21   elements by comparing said scenario element indexes in said

22   set with paired scenario elements;

23   a scenario linking step for the linking <u>of scenario</u>

24   <u>elements</u> of said set of scenario elements to generate and

25   output a <u>new</u> scenario; and

26   an editing step of employing a predetermined table to

27   change, in said scenario elements <u>of said new scenario</u>,

28   predetermined phrases of said <u>new</u> scenario ~~that is~~

29   ~~generated and output~~.

1   **Claim 32 (original):** A computer-readable storage

2   medium on which a program is stored for the execution of a

3   scenario creation method according to any one of claims 1

4   to 7 or 31.